

CHAPTER III

Ecocritical Analysis in *Under the Never Sky* Novel

The chapter explains about the analysis to answer the statement of the problem in this research. First, the analysis is about the representation of natural environment using concept of Pastoral, Wilderness, and Apocalypse in Garrad's perspective. Second, the interaction of Aria and Peregrine as the main character with the natural environment in Veronica Rossi's *Under the Never Sky*, is described in detail.

1. Representation of Nature

This part will analyze the first question of the statement problem about the representation of natural environment. The analysis is carried out based on some dominant concepts namely wilderness, pastoral, and apocalypse.

a. Pastoral

Garrad explains that nature represents in pastoral as the spatial distinction of town and country as well as a temporal distinction of a fallen present and an idyllic past (Garrad 39). The portrayal of pastoral is shown by two different place in *Under the Never Sky* novel, there are Pod and Death Shop. According Garrad explanation, Pod represents a town described as a frenetic, corrupt, impersonal place. Meanwhile, Death Shop represents a country known as peaceful and abundant place.

Pod is known as the domed city that protects people from the outside. Most of Pods is aboveground, sheltered under the dome and surrounded by walls. One of

the Pods called Reverie where Aria lived and other is Bliss where Aria's mother, Lumina stayed. 'Aria had kept communication with her mother, who had followed her research to Bliss, another Pod hundreds of miles away' (Rossi 10). Dome is designed for the safety of every Dweller so there is no gap to look out. The Dweller is the people live in Pod. Even, no one has ever seen the real sun in the dome.

"Most of the Pod is aboveground. The walls protecting Reverie are ten feet thick. There's no way you could ever get through them again."
He even had a tan, a ridiculous upgrade considering none of them had ever seen the sun. (Rossi 8)

The Reverie dome makes everyone who lived inside safe from Aether storm. Pod from the outside is like a man-made mountain amid earthen hills. The largest dome at the center would be the Panop. The off-shooting structures were the service domes, like Ag 6. 'Aria spent seventeen years in Reverie's Panop. Contained in one place. With daylight fading, the Pod's deep charcoal shape was fast blending into the night' (Rossi 445).

As a representation of a town, Pod like Reverie contains the modern building, intellectual society and high technology development. In the Pod 'most everything, from the production of food to the recycling of their air and water, was automated. Only the minority work in real' (Rossi 304). Many places are set as the progress city.

Reverie had stood nearly three hundred years, but she had never seen signs of its age until now. She'd spent her whole life in the Panop, Reverie's vast and immaculate central dome. Most everything happened there, on forty levels that housed residential, schooling, repose, and dining areas, all organized around an atrium. (Rossi 68)

the Realms is the copy of world contains many places and many things like
Plants in Realms are artificial because Smarteye helps stimulate brain to
able to see and feel something with more live and real. 'In the Realms food still
, or pretended to grow virtually, on farms with red barns and fields under
y skies' (Rossi 14). Although the plants pretend to grow, flowering and
ng but the Dwellers don't even know the smell of roses. Aria even asks
at about roses? Do they really smell so great?" (Rossi 160).

The real food in Ag 6 looked like old people before aging-reversal treatments.

The food grew from waist-high plastic mounds. Row after row of decaying fruits and vegetables spread out around her in endless lines. Like everything in the Pod, they were genetically designed for efficiency. They had no leaves, and needed no soil and little water to grow. (Rossi 13)

pipes. It was a huge terrarium.’ (Rossi 19). The real trees actually grow, to form a stretch of green forest. The air under the trees is cooler and darker.

On the other hand, the portrayal of country is Death Shop. Country is described as the peaceful place and abundant nature contains stretch of valley, desert, hills, sea and forest like earth should be. The only difference is the earth is more polluted and the sky contains Aether's storms.

It was morning, already warm in the Shield Valley, a dry stretch of land that reached nearly to his home two days to the north. He stopped in the central clearing, inhaled the briny smell of home. The ocean was a good thirty minutes’ walk to the west. (Rossi 44)
Empty land ran clear to the horizon. Desert, reaching as far as she could see. (Rossi 95)

Aether is part of Death Shop and a form of representation of nature in the novel where the cloudy skies are supposedly made from evaporation of water transformed into flames and water. The sky was blazing with deep blue mixed thick gray clouds. Aether flows over a clump of clouds gathered into a thick and bright current.

Through a crack in the timbers, Perry could see a sliver of the Aether swirling in the sky. On calmer days, it was like being on the underside of waves, seeing the Aether roll and pitch above. Other times it flowed like rapids, furious and blazing blue. Fire and water, come together in the sky. (Rossi 55)

In addition Death Shop has season like spring where flowers bloom and aether movement is more stable. ‘Spring sang its chattering music into Aria’s ears. Flowers burst up all along the wall, the colors bright against the gray stones. Winter had left broad bare spots on the mountain and the smell of smoke in the air’ (Rossi 485). Meanwhile, winter is the worst season of aether storms.

“Bigger tribes claim territories. My brother is a Blood Lord. He commands my tribe, the Tides.” (Rossi 185)

Environment and society situation are not only ways to explore pastoral nature. Sometimes nature has their own power to change the environment, no exception with the society who relates with nature directly like Outsider. According Glofelty Human and nature have an inseparable relationship. Both affect each other. In the novel, nature influences human who lived in Death Shop. It makes them have an ability to adapt to harsh environments. The dangerous Aether makes theory of basic genetic happen. Aether made some of them 'marked'.

‘The population of Outsiders was small. Any shifts had the possibility of running rampant in such a limited pool. A drop of ink in a bucket was more potent than a drop in a lake. And with the Aether accelerating mutations, the Unity had created an environment ripe for genetic jumps’. (Rossi 243)

People said that the Marked had the Aether flowing through their blood. Heating them up and giving them their Sense. (Rossi 58)

[illegible]

He looked right at her, his gaze brilliant green. “I have a strong sense of smell.”(Rossi 240)

“Roar is an Aud. He can hear things more clearly and from farther away. Sometimes miles off... Most Auds are quiet as shadows. The best end up as spies or scouts for the larger tribes.” (Rossi 240)

Roar could hear Perry's directions clearly from that far, but it was more complicated for Roar to communicate with him. Mimicking natural sounds came easily to Auds, so over the years they had adapted the calls of birds, turning it into a language between them. (Rossi 252)

Seer is granted a vision that surpasses human beings, they can see clearly from a great distance, they are also excellent archers. Seer is the most common sign.

They are adept at seeing and beautiful.

Mila is my brother Vale's wife. She'd been a Seer. Gifted with uncommon sight. Like most Seers, Mila had cared about the looks of things. Like most Seers, Mila had cared about the looks of things. On her deathbed, when her hands could no longer weave or paint or mold clay, she'd told stories and filled them with the colors she loved. (Rossi 49)

But sometimes there are also special human who are blessed with two senses, such as Peregrine. He is a Seer and Scire. Peregrine ‘As a Seer, he made a skilled archer’ (Rossi 52) and as a Scire meant having great sense of smell.

The dominant sense is a form of natural influence and a form of adaptation to the environment in humans living outside the Pod. As a marked person they are a reliable hunter and fighter. They survive in a dangerous environment by feeling the movement of Aether.

b. Wilderness

If pastoral is the distinctive Old World construction of nature, suited to long-settled and domesticated landscapes, wilderness fits the settler experience in the New Worlds with their apparently untamed landscapes and the sharp distinction between the forces of culture and nature (Garrad 60). There are two kind of Wilderness in *Under the Never Sky* novel. The wilderness of society in both Pod and Death Shop and the wilderness of Death Shop's land.

First, land of Death Shop represents the untamed landscape. It is a place with a million ways to die. Aria as the main character has bad experience when she is thrown to Death Shop. For the first time, she feels danger in every steps in the new world. The different culture and nature makes Aria afraid and odd in the untamed place. Since she had been thrown out of Reverie, she had met an Aether storm, she had had a knife held to her throat by a cannibal, and she had seen men murdered.

She'd heard all the stories about the Death Shop, like everyone else. A million ways to die. She knew of the packs of wolves as smart as men. She'd heard of the flocks of crows that picked living people to pieces, and Aether storms that behaved like predators. (Rossi 89)

As the untamed place, Death Shop has the real dangers. That is Aether. The blast makes the gray surface of the earth gray and charred. Aether can grab anything or anyone, so traveling underneath is very dangerous.

Aria stopped beside the Outsider as they took in a wide patch of earth that was gray, almost silver, and perfectly bare. She didn't see a single twig or blade of grass. Only the golden wink of a few scattered embers and gentle traces of smoke rising here and there. She knew this was the scar left by an Aether strike. (Rossi 187)

Aether is one of the representation of nature power. Nature also has their own power to destroy nature itself and the civilization. Aether is disaster and the part of dangerous nature in Death Shop.

When the sky has aether, another thing to worry is the danger inside the forest. Nature provides the travelers need to survive, example food. Usually, they hunt to get food but when the game is not there, the plants inside the forest produce fruit. But most of the fruit is poisonous. Aria almost eat the poisonous fruit. 'She didn't trust her own judgment anymore. What did she know out here? Even *berries* might kill her' (Rossi 217).

Wolves become another danger of Death Shop. Aria meets wolves when she tries to escape from a cannibal tribe. 'Seven wolves prowled into view. Huge animals with glinting blue eyes and silver pelts. Their musk came at Perry in a red wave of blood hunger. They raised their shining snouts, reading scents as he did, then laid back their ears and bared their teeth, their hackles rising' (Rossi 417). The only way to be safe is to look for a high place like a tree or make fire but it'll take long time.

Second, the other trend of new world literature focuses on the issue of wilderness not only in geographical wilderness space, but also in cultural signifier of a site of contested high-technology industrial and military activities (Garrard 78). Using technology human can save or destroy nature.

In Reverie dome, Dwellers choose to stop connecting with nature and the outside world. They can not go anywhere. This situation makes genetic experts try to create a virtual world with Smarteye; a world with no fear and no pain. They are only in place of pseudo-visualized as real named Realms. The existence of Smarteye makes Dweller can do two things at once without the need to move. The dangerous situation came when the region is inaccessible. The risks appear a new disease called Degenerative Limbic Syndrome (DLS). The disease makes the Dwellers crazy. Chaos spreads throughout the pod. ‘Aria pressed her eyes closed, fighting the image of the chaos in Ag 6 on a grand scale. A Pod-wide riot where her mother was. A thousand people starting fires and ripping off Smarteyes’ (Rossi 342).

This chaos happens when the Dwellers turn off their smarteye like in the Ag 6. Soren, Aria's friend is like a person who has an addiction to fire. He approached the fire without fear. The madness increases as Soren intends to burn the entire terrarium area.

“It happened in Ag 6,” she said to Marron. The only difference is that we shut off on purpose that night. This thing. DLS.” Aria remembered Soren’s wide, glazed eyes as he’d stared at the fire. How intent Bane and Echo had been. How even Paisley had been afraid the trees might fall on her. (Rossi 346)

Situation got worse by time. Many Dwellers are crazy and their behavior becomes uncontrollable. The pod that was once filled with moral and educated people became a chaotic and dangerous place. The only safe place on earth also has another dreadful danger.

Meanwhile, the Outsiders has direct relation with nature. They live as part of nature and they have their own action to survive and adapt in harsh environment. Sometimes, the behavior of outsiders is influenced by nature itself, and it is not always in good way. Thoreau writes, And yet we have not seen pure nature, unless we have seen her thus vast, and drear, and inhuman . . . Nature was here something savage and awful, though beautiful (Thoreau 17). The natural environment outside Pod is dangerous. Only the strong people will survive. One of the tribes is called the cannibal tribe, the Croven tribe.

She shook her head, turning a stunned look from the Croven's dead body to him. "How could you? They wanted to share their food with us . . . and you just *killed* them."

Perry was coming off the rush and beginning to shake. She didn't know what he had scented from those men. Their ache for her flesh had been so potent it had nearly scored his nostrils. "Fool. You were going to *be* their food." (Rossi 203)

The Croven tribe also slaughtered many other tribal leaders. A tribe in the west is in crisis because it has been a victim of the Croven tribe. They take strong youth and children. The rest, they eat it.

"What happened to the Fins?" Marron asked. He calmly cut his meat into a perfect square, like he had no idea of the sudden tension in the room. Roar took a long drink before he spoke. "The Fins were already weakened when illness hit them in the open. Then the Croven came and took the strongest children into their fold. To the rest . . . well, they did what the Croven do." (Rossi 308)

The wilderness hold unpredictable dangers, nature is not always in good side to escape. The danger also exist in a place looks beautiful and peaceful like in the Death Shop. The cultural wilderness is also shown in the urban and rural society. In the Pod, society become dangerous because the pseudo-earth called Realms. Meanwhile in the Death Shop, there is Croven tribe as a cannibal tribe. They sacrifice other tribes to survive.

Apocalypse seems to be the common setting time and place in young adult dystopian novel. *Under the Never Sky* takes imagination place which may exist on earth after the union period. The place is divided into two world Pod and Death Shop.

For six decades, when the Aether came, it had scorched the earth with constant fires, but the real blow to humanity had been its mutative effect, as her mother had explained to her. New diseases had evolved rapidly and thrived. Plagues had wiped out entire populations. Her ancestors had been among the fortunate few who'd taken shelter in the Pods. (Rossi 98)

Apocalypse is equated with foreboding doom and human eradication.

Thompsons argue, Apocalypse derives from the Greek *Apo-calypstein*, meaning ‘to un-veil’. Apocalyptic literature takes the form of a revelation of the end of history. Violent and grotesque images are juxtaposed with glimpses of a world transformed and the underlying theme is usually a titanic struggle between good and evil (Thompson 13). The apocalypse in the novel is where human thinks that the end of world will come soon. The doomsdays comes in two ways. Human power and nature power.

The proof nature has power is the aether storms. The storm gets worse and ruins many places. Pod of Dweller named Bliss was damaged by aether storm.

“I’m so sorry to tell you. Bliss was struck by an Aether storm. They said it was destroyed.” (Rossi 310)

“We’re in trouble here. Bliss has suffered serious damage in an Aether storm. The Consuls estimate forty percent of the Pod has been contaminated, but generators are failing and the number seems to be climbing every hour. The CGB has promised help.” (Rossi 337)

Not only Pod, Aether storm also burns the western plain of the Death Shop included the Blackfin tribe who live in the plain. Aether storms came and hit their compound directly. ‘The Blackfin compound looked nothing like the bustling settlement he’d seen a year ago. Now, it was crushed. Abandoned. All its scents faded and old. A picked-over carcass at the foot of Mount Arrow.’ (Rossi 204). Now, the tribal area is just a ruined house and a charred plot. ‘Aether storms and

fires had leveled all but one of the homes, but one was all he needed. There was no door and only part of a roof' (Rossi 204).

The effect of the storm is the tribe couldn't stay for much longer. No with rare game and the Aether storms growing worse every winter. The last nearly wiped out the tribe's sheep, the flock is too far from the compound to be brought to safety in time. Without food and game they can not survive.

On calmer days, it was like being on the underside of waves, seeing the Aether roll and pitch above. Other times it flowed like rapids, furious and blazing blue. Fire and water, come together in the sky. Winter was the season for Aether storms, but in the past years the storms were starting earlier and lasting longer. Already they'd had a few. (Rossi 55)

Buell explains that apocalypse is the single most powerful master metaphor that the contemporary environmental imagination has at its disposal. The role of the imagination is important to metaphor, for it implies that the very fate of our world hinges on the arousal of the imagination to a sense of crisis (Buell 285). In fact, apocalypse in the novel is also the imagination to a sense crisis. Lumina, Aria's mother explains another part of doomsday because the new disease. Actually, the new disease has not yet coming and infecting all Dwellers. Only some of Pods was fall in the disease. The crisis is cause of human power.

It all started from the time that some of human race had to enter the Pod during the union period. The area was created to make copies of the world they left behind, a pseudo-world called Realms. They can travel anywhere only by thinking. In the Realms the bad parts and the pain are removed, there's only fun.

“I have to begin with the Realms. The CGB created them to give us the illusion of space when we were forced into Pods during the Unity. They were only meant to be copies of the world we left behind, as you know, but

“I think you can imagine, Aria, the anarchy of six thousand trapped people who have come under this syndrome. I see it around me now.” (Rossi 339)

“Yes, that’s right. A dual attack. External first. A storm weakens the Pod. Then internal, as the disease manifests. Your mother was among the first to study DLS. She was working toward a cure, along with many other scientists. But as you can see by what happened here, we don’t have an answer. And we may run out of time before we do.”

[illegible]

or feel anything when she touch it but real plants in Ag 6 has strange and rough texture. She feel comfortable sit under the tree.

The next experience is Aria see real fire. She thought, it was a magic. ‘She moved closer, drawn by the gold and amber tones in the flame. By the way it changed shape constantly. The smoke was richer than anything she had ever smelled. It tightened the skin along her arms. Then she saw how the burning leaves curled and blackened and disappeared’ (Rossi 28). It differs with fire in the Realms. In there, fire was a rippling orange and yellow light that gave off a gentle warmth. But now, she knew the real fire was really different.

Aria’s experiences with nature is not only in Reverie. She knows about the different nature and culture when she was thrown into the Death Shop for allegedly killing her best friend, Paisley. Aria is also accused bringing outsiders into Reverie, Peregrine. When she comes to Death Shop, Aria only can see the empty desert landscape around her. ‘She didn’t see anything that looked like Bliss. Empty land ran clear to the horizon. Desert, reaching as far as she could see’ (Rossi 95). And within 17 years, for the first time Aria saw the sun. The real sun.

She found the brighter patch in the cloud cover, where light shone through in a golden haze. That light came from the sun. She might get to see the real sun. She had to fight off the urge to cry, thinking about seeing the sun. Because who would know? Who would she tell about seeing something so incredible? (Rossi 98)

Aria felt sick. She thought, she would die because she is in the Death Shop. The dangerous land with a million ways to die. In the Death Shop Aria has counted the inventory of her discomforts. A headache, muscle pains, blisters feet

Aria really likes learning about the new environment in the Death Shop. She asks many thing and gets information from Peregrine about nature. She felt fantastic with what she sees and finds in Death Shop because nature felt different than in the Realms.

Finally thanks to Peregrine, Aria knows what the real rose smells like. A red rose sat on top of the stack. Aria picked it up gingerly and breathed in the fragrance. Beautiful. Softer than the scent of roses in the Realms. But roses in the Realms didn't make her heart race' (Rossi 293). It smells nice and soft.

Aria has a new habit since she lived in Death Shop. She likes to collect stones and sort them according to color, shape and size. She recognizes and learns even from stone. She was fascinated by the irregular stone structure. 'Aria picked up a rock. She'd developed a habit of lining them up. By color. By size. By shape. Making sense of the randomness she'd admired at first' (Rossi 213). In the Realms, stones are different but Aria knows that the twelfth stone is the first stone to be modified either shape or size or color but in Death Shop all the different stones.

"Each one of these is unique," she said. "Their shape. Their weight and composition. It's amazing. In the Realms, there are formulas for randomness. I can always pick them out, though. Spot how every twelfth rock is a modified version of the first one's color or density, or whatever the variation might be.

"But rocks aren't the only thing. When I was out in that desert, and then when . . ." The way she looked at him, he knew whatever she'd say next, he was part of it. "I've never felt that way. We don't have fear like that. But if those two things are different, then there has to be more, right? Other things besides fear and rocks that are different in the real?" (Rossi 177)

Half.

Aria Aud's ability makes her hear more than most people. Aria heard song everywhere, shifting in the trees, rumbling in the earth, drifting on the wind. It was the same terrain, but she saw it differently. She knows the sound comes from.

The proof Aria relates with nature is her ability as Audile. The presence of Aether makes people were 'marked'. In the Realms, Aria's ability can not develop because the nature condition. In the safe place, she is never use her instinct to survive but in the Death Shop she met many dangerous situation every times. Without using her instinct to make quick decision or called reflex, she can not survive and get their ability. For the rest the ability appears because Aria's lineage.

1. The Experience with Nature

[illegible]

spends his entire life there, learns how to live in the Death Shop. Perry is very dependent on nature. He uses nature to survive. Food is available in nature. He eats from what nature provides. He hunts and plants crops. ‘Perry spent the morning adjusting to the change and searching for game trails’ (Rossi 220). Perry is a great hunter.

Around midday he picked up a boar's trail, the animal's smell strong enough to cut through his stunted nose. He headed downhill, then he told Roar the best path for driving the animal to where he waited. They had hunted this way their whole lives. (Rossi 251)

Perry is part of the tide tribe. It means his life was secure. He has a house to sleep and the food to eat. But when Perry decided to leave the tide, he left everything behind to house, food, and family. This is a very difficult decision. He must leave the tribe seek talon, his nephew. Out of the tribe, there is only a cave that he find as a refuge.

He hadn't been in this cave since Vale deemed this area forbidden, but found it well stocked by traders who used the cave as shelter when they came through the valley. He found clothes and jars with nuts. Dried fruits that were still edible. He even found a healing compound (Rossi 142)

They found another cave in the late afternoon. This one was damp and crossed with formations that looked like melted wax. It stank of sulfur. Scraps of plastic and bone littered the ground. (Rossi 189)

Being out of tribe also means to live as a survivor. Tide tribe were lucky because there was an underground river that crossed their land, but Perry was in the border area. he had to search water by digging up the ground when he did not find river. ‘They spent an hour digging with flat rocks around midday. Somehow the Outsider had found water a foot beneath the ground. They filled their

waterskins and ate in silence' (Rossi 181). For Perry, this is a common condition when he has to live in border area.

Life in the Death Shop makes Perry feels familiar with the dangerous nature. Perry has many common experiences about the difficult life in the Death Shop. But, his desire to find her nephew brought Perry into Realms, a virtual world where Aria spends her time. Perry must use Smarteye to enter the Realms. The first experience is awkward and embarrassing. The forest before him was blurred and the surrounding trees were like running.

He could see clearly through the eyepiece, but he noticed differences. Colors were too bright. The depth of things seemed off. On his left a wooded evergreen forest appeared. The scent of pine burned deep into his nostrils. The images blurred and flashed before his eyes. Perry looked one way and the other, but he couldn't make anything stick. Dizziness came hard and fast. (Rossi 354)

Perry gets new experience with different nature condition in the Realms. It is his first time that he knows another world. The all things should be in the forest are vanished, like smell. Perry can not smell anything. As a Scire, he relies on his ability to determine direction but in the Realms all smell and temper were disappear. His senses are blunt because he is in a virtual space and does not meet talon directly.

“Talon, it looks like you, but I can’t get your temper.”

“There’re no tempers in here,” he said, full of righteousness. “All the scents are off.”

“That’s eight. They’re faded but strong. . . . Squeak, it’s me.” (Rossi 363)

According to Perry, the smell of temper is more than just smell. It can be like other manifestation. They have weights and temperatures sometimes, colors too. He does not think it is like that for others. It happens because his bloodline on his father's side is strong. Probably, it is the strongest line of Scires. ‘

Perry sets as the Outsiders. He relates with nature from birth and get the sense because the bloodline from his mother as a Seer and his father as a Scire. Perry's

interaction with nature train his sense stronger. He really relies on his ability to survive in the Death Shop.

Aria and Peregrine as the main characters have their own action to adapt and survive in the nature. In the beginning, both of them rejects the different situation of nature but they can not avoid. However, they have to interact with nature, like Aria learns to survive in the Death Shop or Perry goes into Realms to save his nephew.

